

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions and listings of claims in the application:

1. (Currently Amended) An interactive multimedia system, comprising:  
a massively parallel video server that includes:

a set of storage devices; and

a plurality of nodes configured to stream a plurality of video streams from a video title, the video title divided into segments stored in the set of storage devices, each of the plurality of nodes comprising a processor, each of the processors running a video server program configured to combine the segments stored in the set of storage devices into the plurality of video streams and to stream the plurality of video streams, and the processors all having concurrent access to said set of storage devices for concurrently streaming the plurality of video streams;

a plurality of client devices configured to receive at least some of the plurality of video streams;

a system controller configured to monitor the video server and client devices by sending fixed interval echo messages to the video server and client devices, determining a fault condition when at least one of the video server and client devices does not respond to at least one of the echo message messages, and displaying a color coded fault indication on a display of the system controller; and

a high capacity transport system for transporting the video streams from the massively parallel video server to the plurality of client devices, wherein

the video server program configures a video session with the plurality of client devices by mapping an IP address of each of the plurality of client devices to a virtual path identifier and a virtual circuit identifier.

2. (Previously Presented) The interactive multimedia system of claim 1, further comprising:

a set of display devices connected to the plurality of client devices, respectively, for displaying the video streams.

3. (Original) The interactive multimedia system of claim 1, further comprising:

an encoder for encoding video and for storing the encoded video in the massively parallel video server.

4. (Previously Presented) The interactive multimedia system of claim 1, further comprising:

a controller for monitoring the massively parallel video server, the high capacity transport system, and the plurality of client devices.

5. (Previously Presented) The interactive multimedia system of claim 1, further comprising a web server for storing data and sending the data via the high capacity transport system to the plurality of client devices.

6. (Previously Presented) The interactive multimedia system of claim 1, wherein each of the plurality of nodes further comprises:

an interface module for formatting the video streams into cells and transmitting the cells on the high capacity transport system; and

a disk controller for retrieving the video titles from the set of storage devices.

7. (Original) The interactive multimedia system of claim 1, wherein the high capacity transport system comprises one or more asynchronous transfer mode (ATM) switching systems.

8. (Previously Presented) The interactive multimedia system of claim 1, wherein the high capacity transport system comprises pre-established connections associated with the plurality of client devices, respectively.

9. (Previously Presented) The interactive multimedia system of claim 1, wherein the high capacity transport system comprises pre-established bi-directional connections associated with the plurality of client devices, respectively.

10. (Previously Presented) The interactive multimedia system of claim 5,  
wherein each of the plurality of client devices comprises:  
a browser program for retrieving the data from the web server;  
a video client program for receiving one of the video streams and for controlling  
the video stream; and  
a processor other than the plurality of processors in the massively parallel video  
server for executing the browser program and the video client program.
11. (Previously Presented) The interactive multimedia system of claim 1,  
wherein one or more of the plurality of client devices includes a set top box.
12. (Previously Presented) The interactive multimedia system of claim 1,  
wherein one or more of the plurality of client devices includes a personal computer.
13. (Original) The interactive multimedia system of claim 3, wherein the  
encoder comprises a real-time encoder for encoding real-time video.
14. (Original) The interactive multimedia system of claim 3, wherein the  
encoder comprises an off-line encoder for encoding off-line video.
15. (Original) The interactive multimedia system of claim 5, wherein the web  
server interfaces an Internet Protocol (IP) network.

16. (Original) The interactive multimedia system of claim 5, wherein the data is in Hypertext Markup Language (HTML) format.

17. (Currently Amended) A method for delivering interactive multimedia from storage devices to a plurality of clients at a subscriber site, said method comprising:

providing a massively parallel video server that includes:

a set of storage devices; and

a plurality of nodes configured to stream a plurality of video streams from a video title, the video title divided into segments stored in said set of storage devices, each of the plurality of nodes comprising a processor, each of the processors running a video server program configured to combine the segments stored in the set of storage devices into the plurality of video streams and to stream the plurality of video streams, and the processors all having concurrent access to the same set of storage devices for concurrently streaming the plurality of video streams;

streaming the plurality of video streams from the one or more video titles stored in the massively parallel video server;

configuring a video session with the plurality of clients by mapping an IP address of each of the plurality of clients to a virtual path identifier and a virtual circuit identifier;

transporting the video streams to the plurality of clients via a high capacity transport system;

monitoring the video server and clients by sending fixed interval echo messages to the video server and clients;

determining a fault condition when at least one of the video server and clients does not respond to at least one of the echo message messages; and  
and displaying a color coded fault indication on a display of a system controller.

18. (Previously Presented) The method of claim 17, further comprising:  
displaying the video streams on a plurality of display monitors connected to the plurality of clients, respectively.

19. (Previously Presented) The method of claim 17, further comprising:  
encoding video and storing the encoded video as a video title in the massively parallel video server.

20. (Previously Presented) The method of claim 17, further comprising:  
monitoring the massively parallel video server, the high capacity transport system, and the plurality of clients.

21. (Previously Presented) The method of claim 17, wherein the transporting step comprises:  
transporting the video streams on pre-established connections to the plurality of clients.

22. (Previously Presented) The method of claim 17, wherein the transporting step comprises:

transporting the video streams on pre-established bi-directional connections to the plurality of clients.

23. (Previously Presented) The method of claim 17, wherein the transporting step comprises:

transporting data stored in a web server via the high capacity transport system to the plurality of clients.

24. (Previously Presented) The method of claim 19, wherein the encoding comprises encoding real-time video.

25. (Previously Presented) The method of claim 19, wherein the encoding comprises encoding off-line video.

26. (Previously Presented) The method of claim 23, further comprising:  
displaying the data on a plurality of display monitors connected to the plurality of clients, respectively.

27. (Previously Presented) The system of claim 1, wherein the segments are stored throughout the set of storage devices.

28. (Previously Presented) The method of claim 17, wherein the segments are stored throughout the set of storage devices.